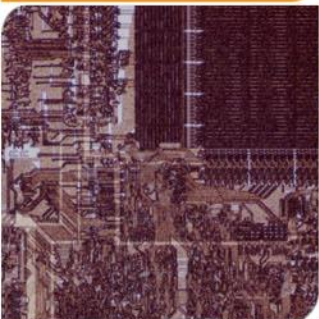


Computer Architecture Research Opportunities in Mobile Computing

Celebrating Yale@75

Sep 19 2014

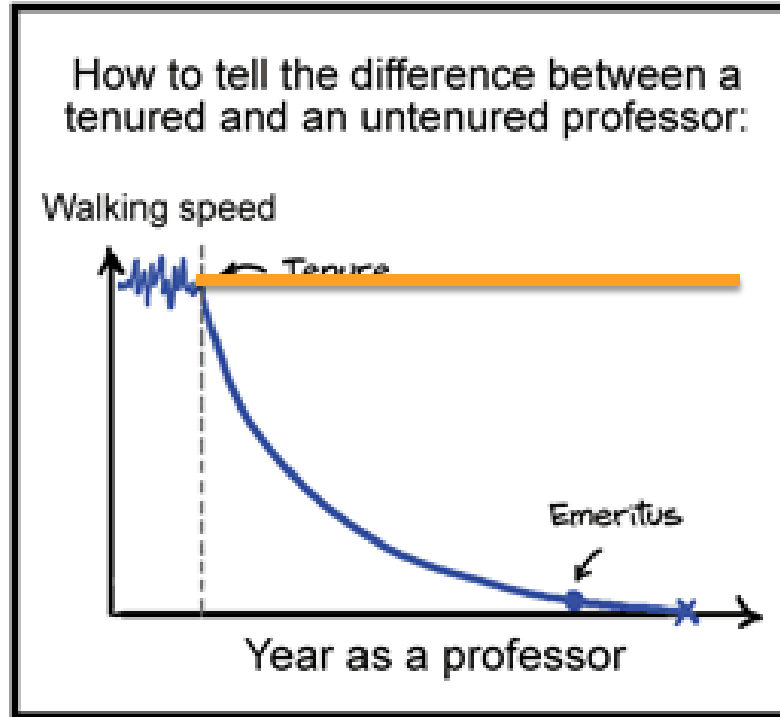
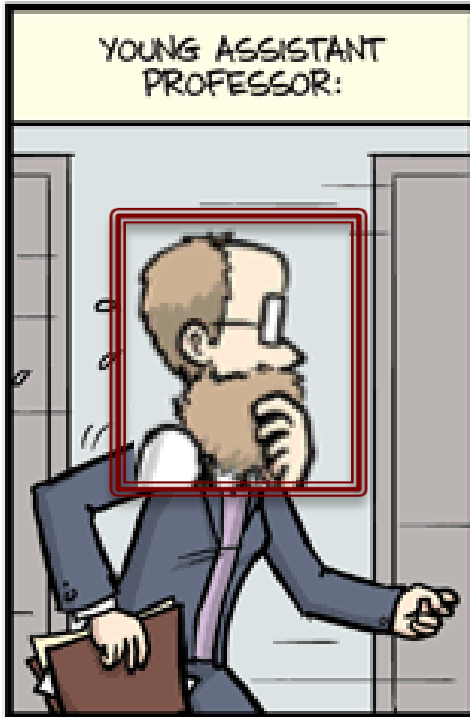
Hyesoon Kim



**Georgia
Tech**



comparch



JORGE CHAM © 2010

WWW.PHDCOMICS.COM



Walking mate

Fri, 19 Jul 2013

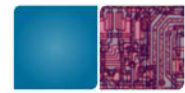
10341

You have reached your steps goal

8.15 km Distance | 695 kcal Calories

Pause



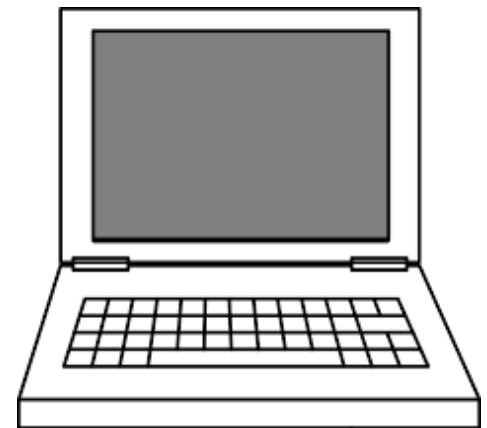


Issues in Mobile Computing

- | Energy, energy, energy or efficiency, efficiency, efficiency
- | Many sensors
 - Camera (video)
 - Audio, Wi-Fi, GPS, temperature, health related sensors, accelerators
- | Security, Privacy



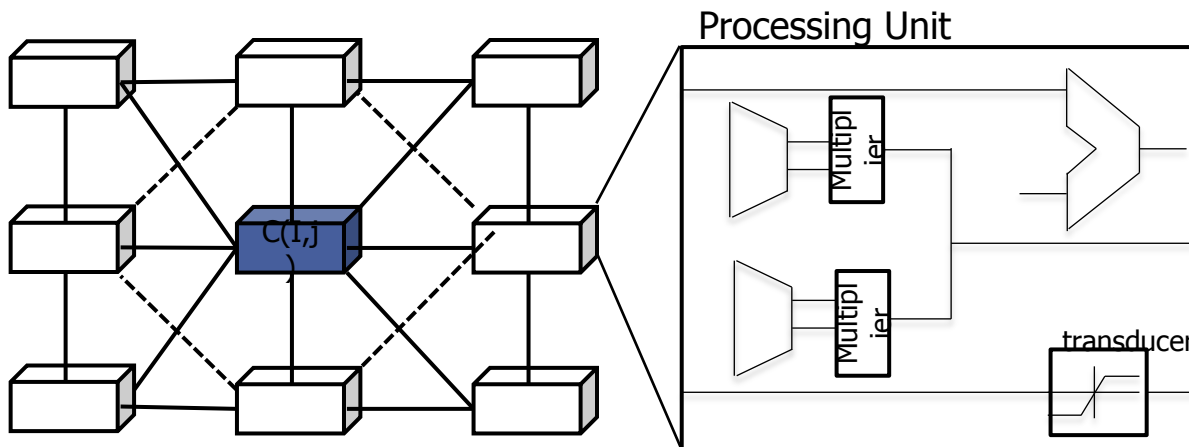
vs.



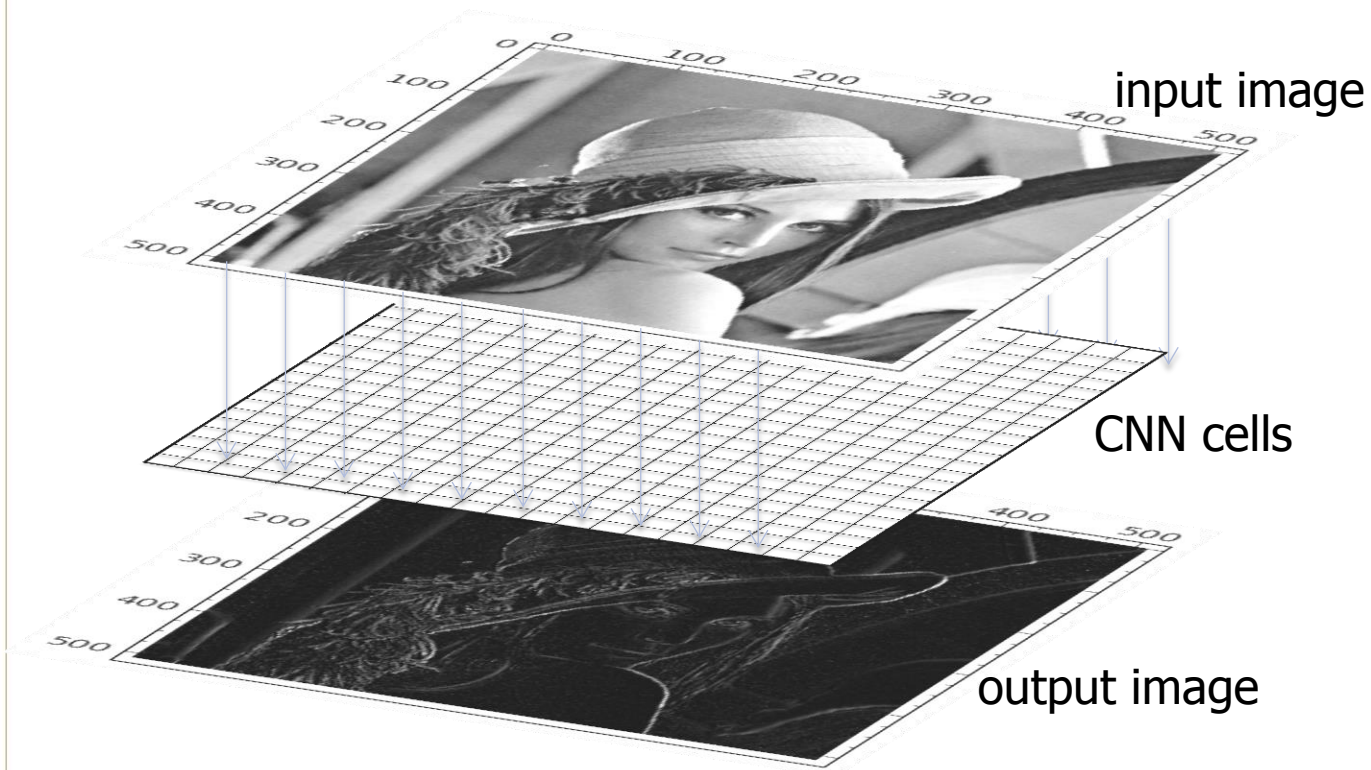
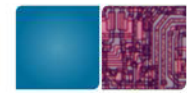


Low-Energy Video Processing

- | Cellular Neuron Network Processors
 - a neuron-network computing paradigm, used in variety of applications
 - Proposed by Chua and Yang in 80s.
- | Very well suited for image processing applications
 - Only local connections → short wire. low energy consumption
- | Consume very little power



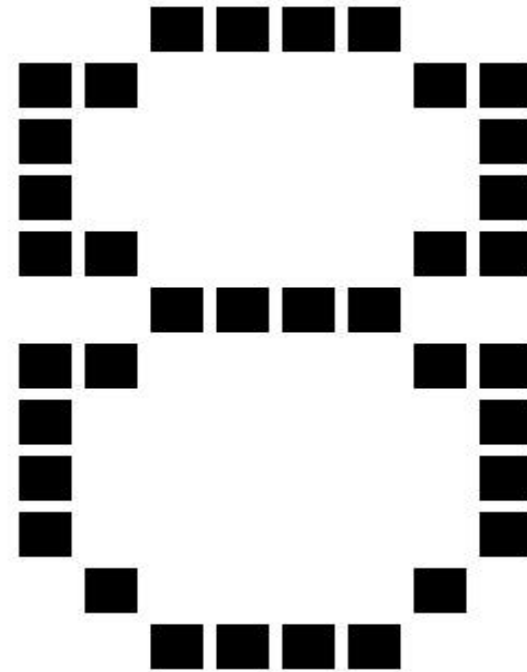
CNN



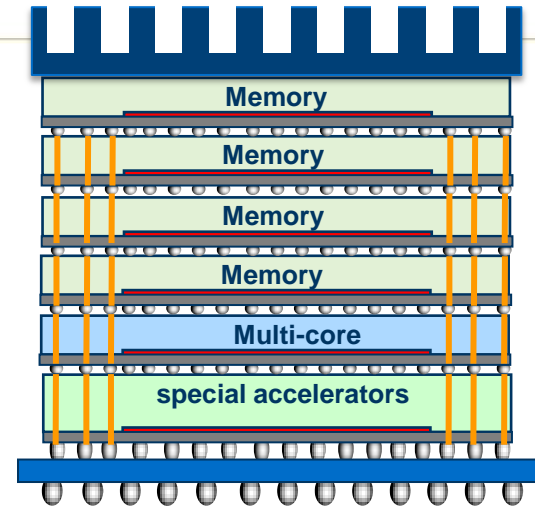
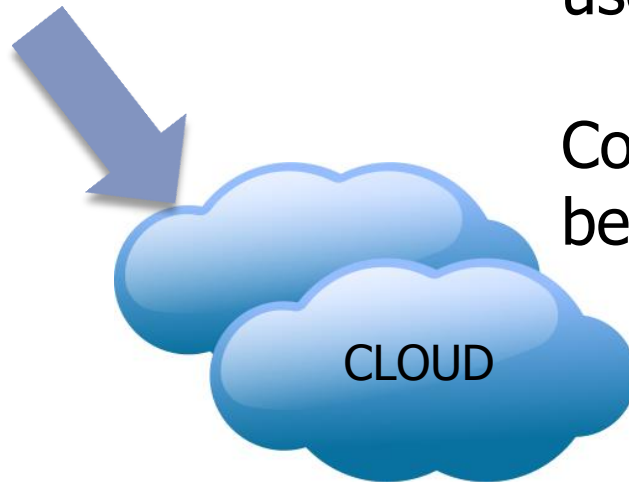
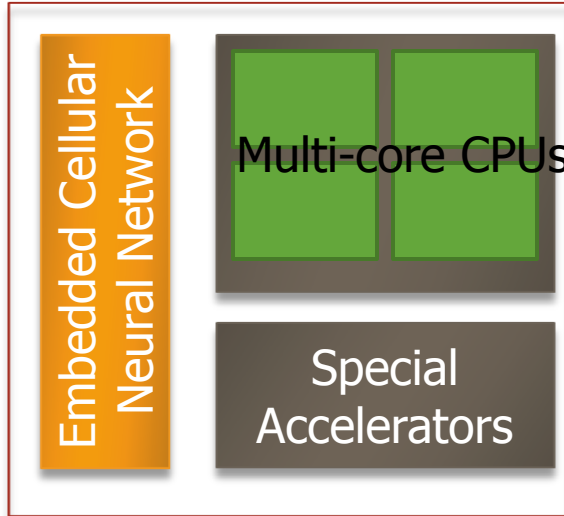
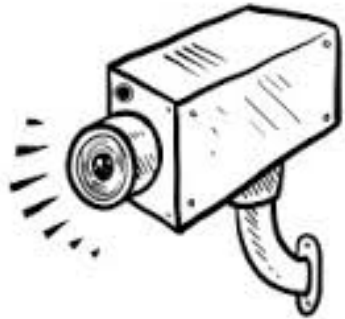


Example of CNN Program

- | Global information is passed through cells
- | Other applications:
 - More complicated image processing algorithms
 - Optimal path finding
 - Character recognition
- | Challenges of CNN
 - **Image size scalability**
 - Scalable CNN [GT]
 - **Difficulty of programming**
 - Learning templates



With Other Computing



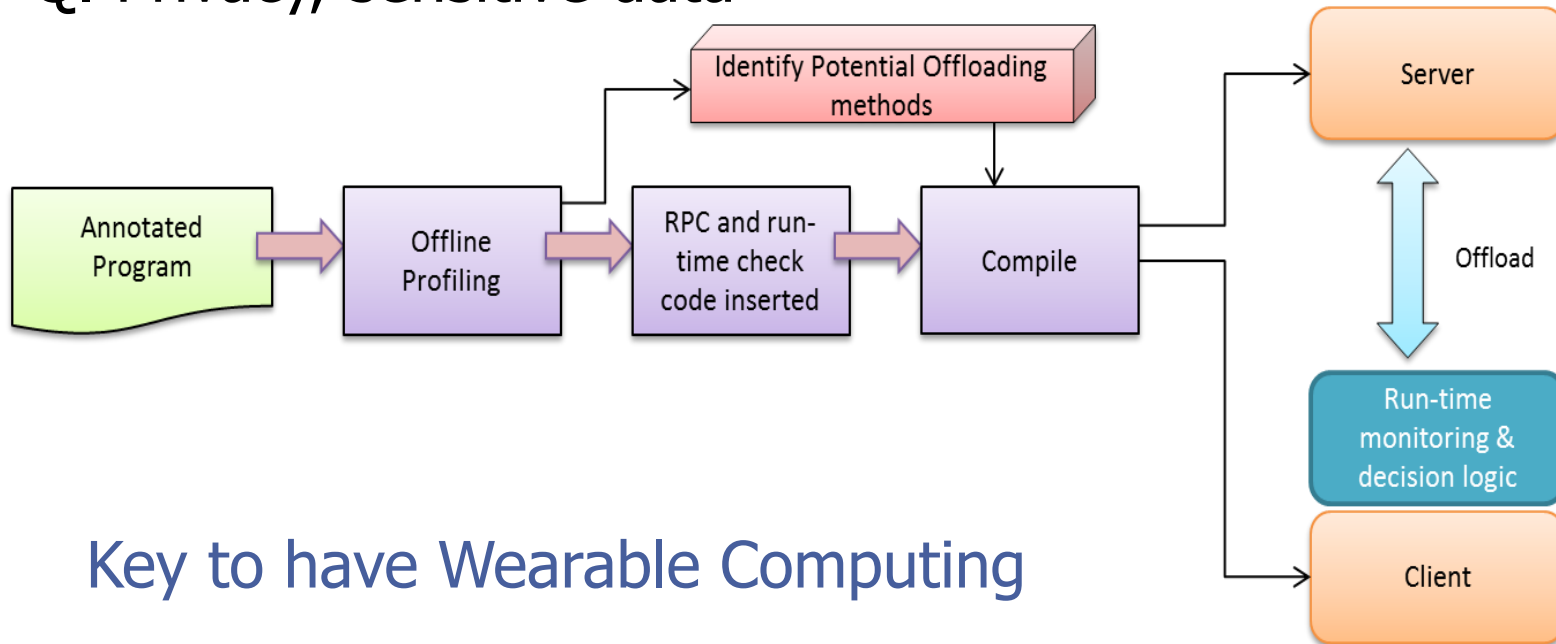
Video sensor processors are used for front-end processors

Complex computations will be handled in multi-core CPUs

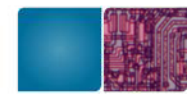


Cloud Off Loading Computation

- | Computation can be further offloaded to Cloud
- | Performance and energy savings
- | Q. What to offload?
- | Q. Privacy, sensitive data

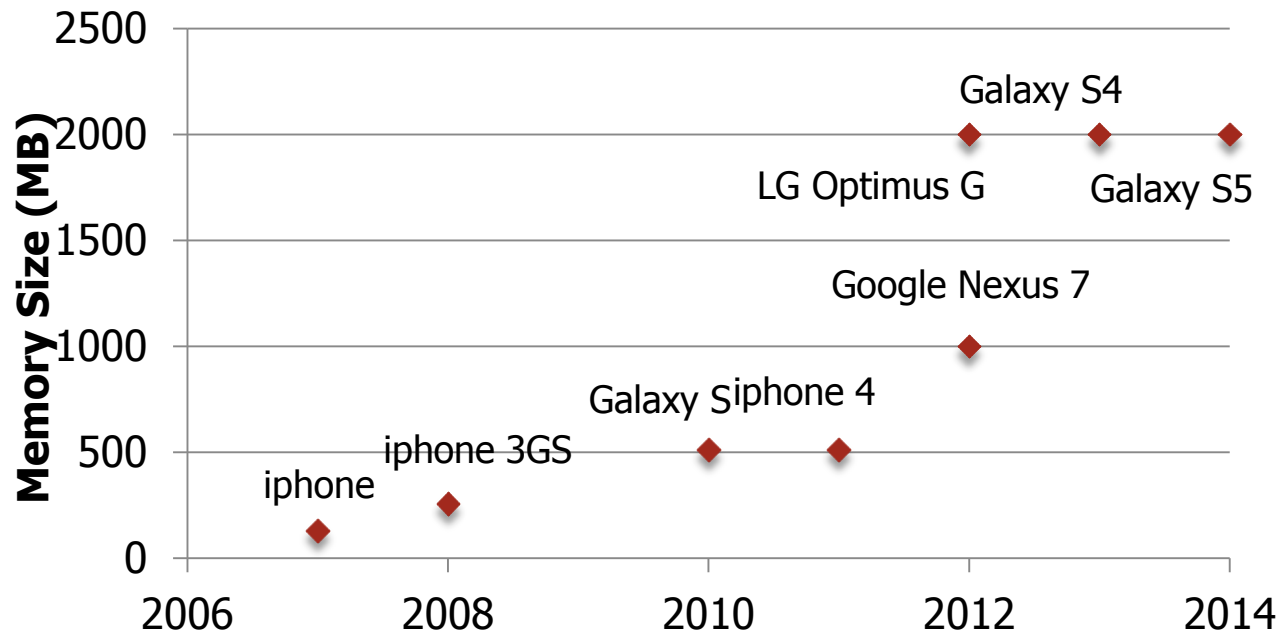


Key to have Wearable Computing

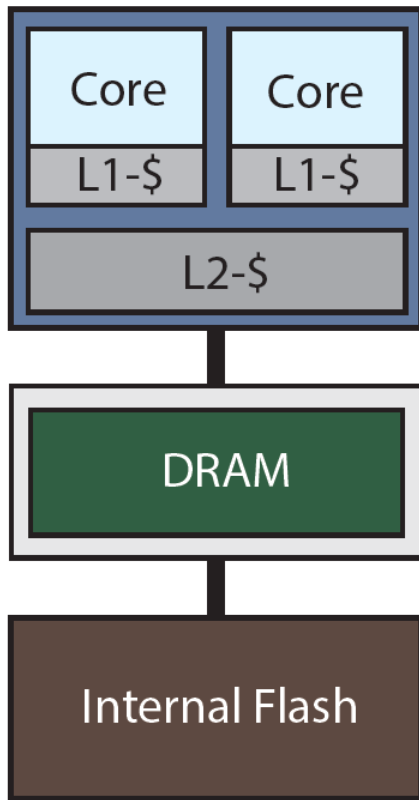


Another Opportunity to Save Energy

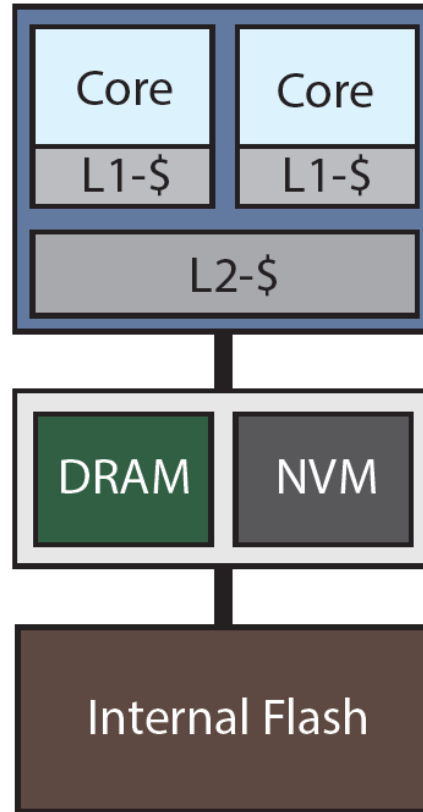
Memory size



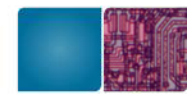
Energy Savings with NVM



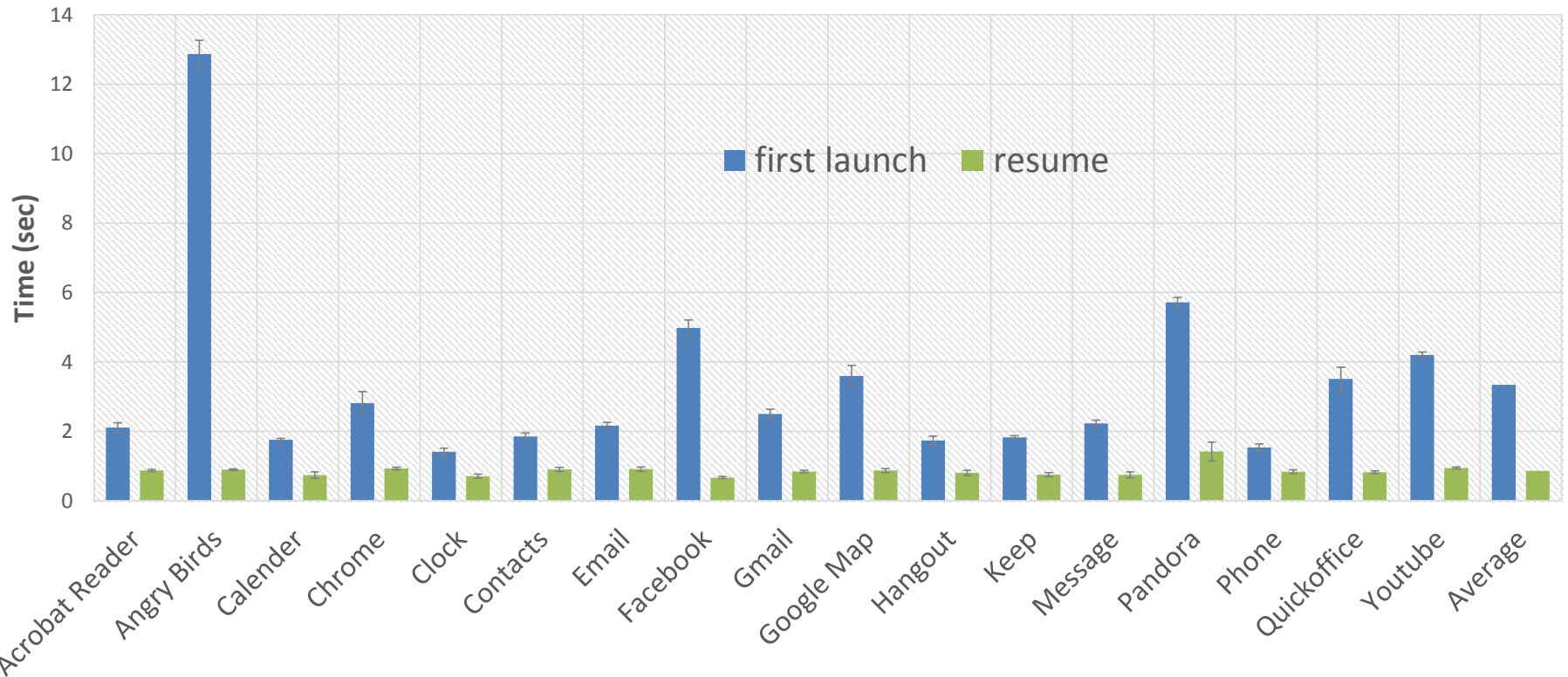
Current Mobile Systems



Mobile system with NVM



Start-up Time of Android Applications

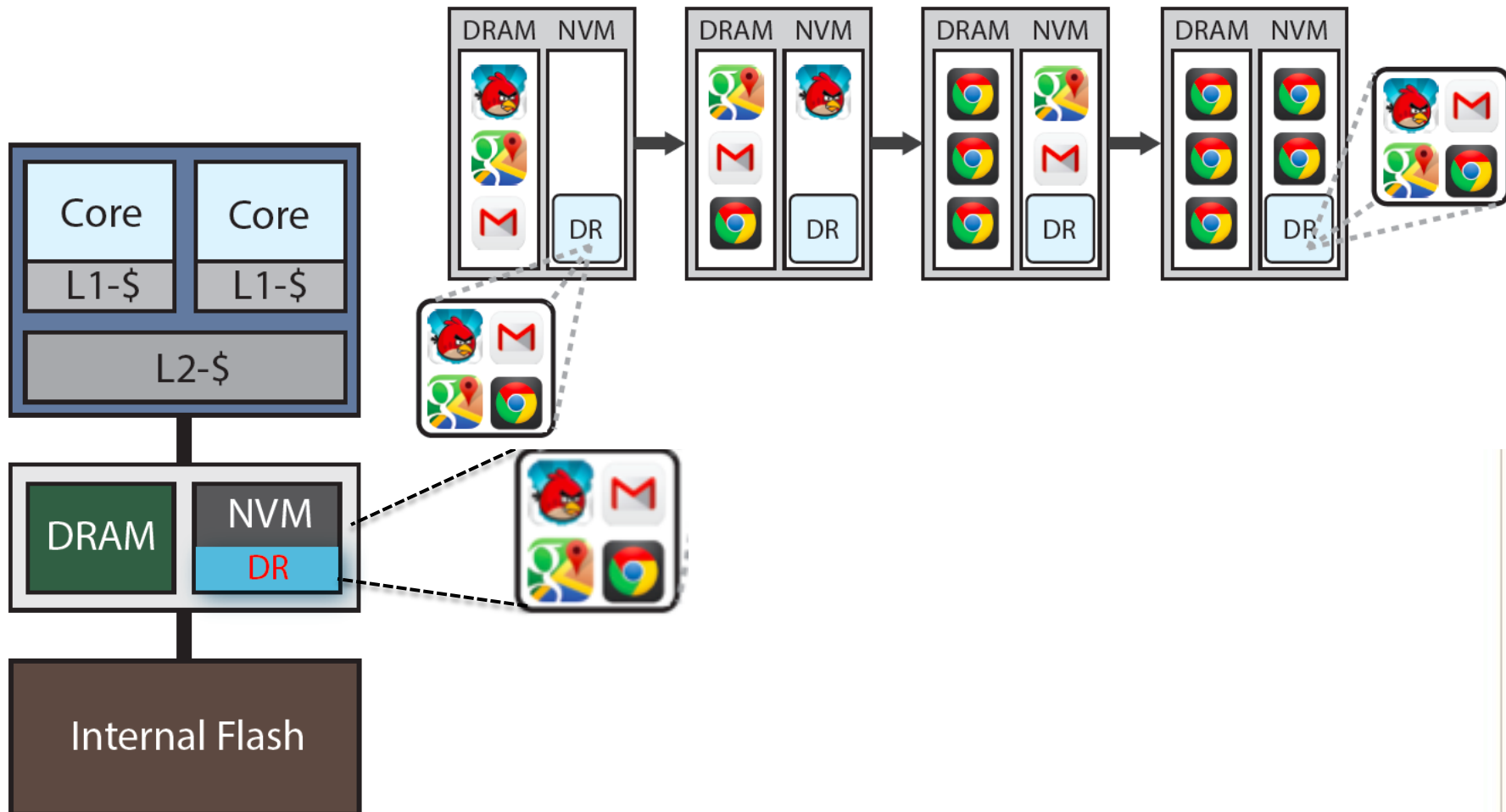


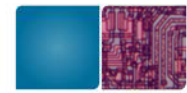
First launch takes several seconds.

Reducing Start-up Time



Dedicated Region for Start-up code



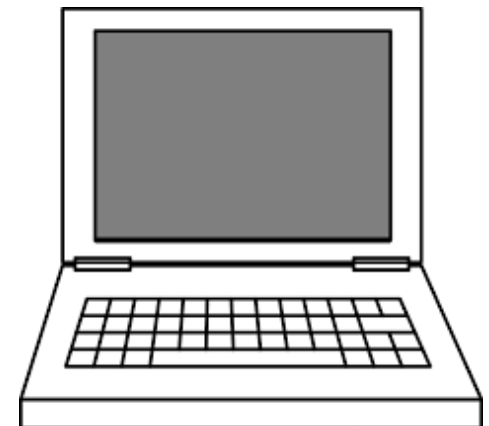


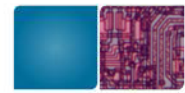
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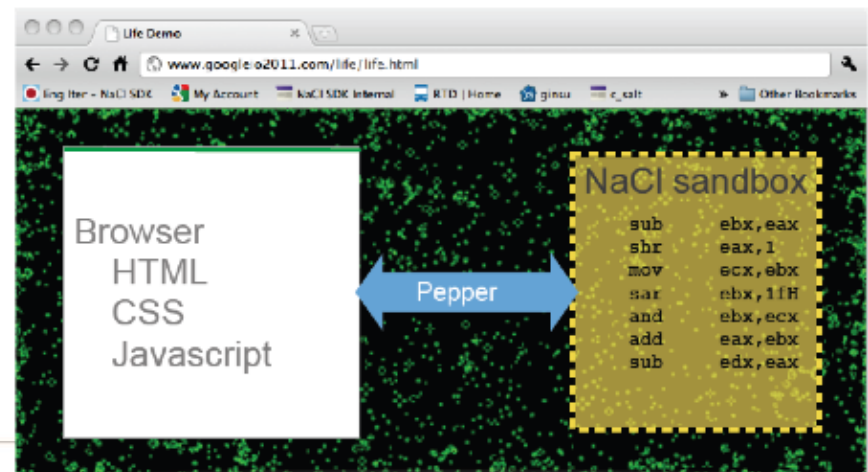
vs.





Security and Performance

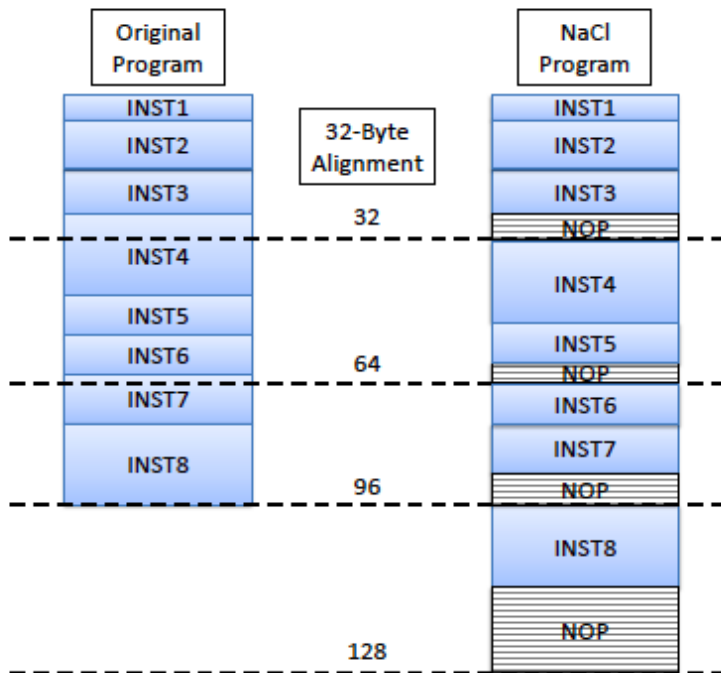
- | Tradeoff between security and performance
- | Example: Google's Native Client Platform (NaCl)
 - Run natively compiled applications in the browser
 - Application execution is **secure**
- | Secure execution through:
 - Elimination of unsafe instructions
 - Safe branch jumps
 - **Safe function calls and function returns**





Safe Function Calls and Returns

- | To provide secure environment, all instructions are bundled.
- | Before jump, always check. Even for **function calls!**



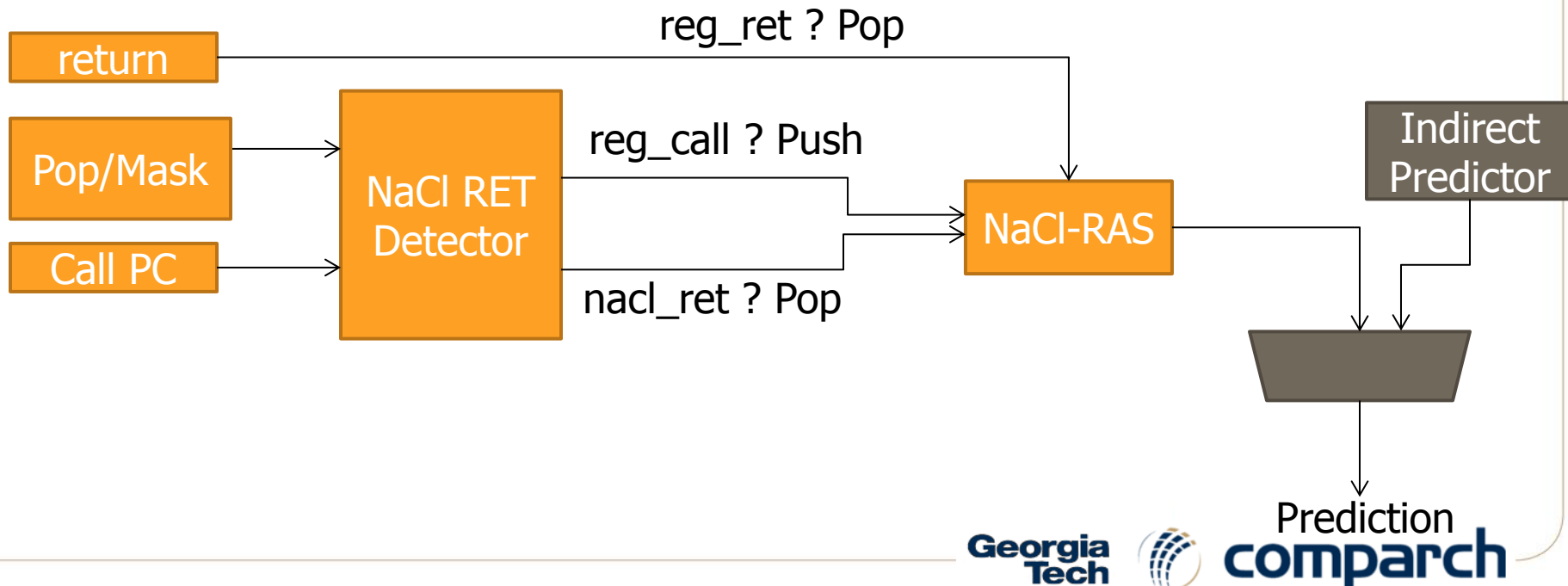
```

0x...00 bundle_start:
    ...
0x...1B    nop
0x...1C    and $0xfffffffffffffe0,%rcx
0x...1E    call *%rcx
0x...20 return_loc:
    <bundle aligned return>
    ...
0x...A0 nacl_function: <bundle aligned>
    ...
0x...A9    pop %rcx
0x...AA    and $0xfffffffffffffe0,%rcx
0x...AC    jmp *%rcx
  
```




NaCl-RAS Mechanism

- | Solution: Simple! detect a pattern and store the return address in a stack
- | Lessons: Security solutions can create new branch prediction problems.

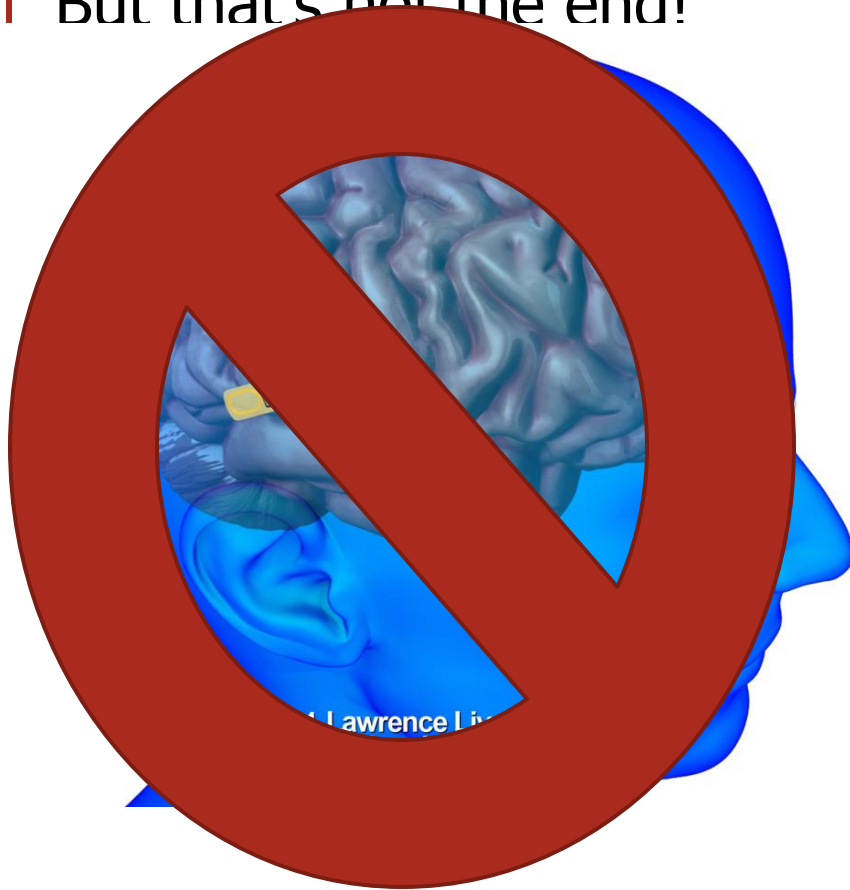




Conclusions

- | Still Lots of challenges/Issues in Mobile Platforms
 - Energy, efficiency, security etc.
- | But that's not the end!

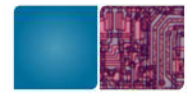
Energy, **Security, Reliability,**
and performance





Thank you

& Thank Yale!



Acknowledgements

- | Students and Collaborators: Dilan Manatunga, Hyojong Kim, Nagesh B Lakshminarayana, Pranith Kumar, Hyongyeol Lim, Gi-ho Park, Saibal Mukhopadhyay